Design Build Materials Engineer of Record

Policy

The Design Builder shall have an Engineer of Record that is employed by the primary design firm used on the project. The Engineer of Record shall be a professional civil engineer, licensed in the state of Washington. The Engineer of Record shall be responsible for all materials approvals. The Quality Assurance testing laboratory will work under the direction of the Engineer of Record.

The Engineer of Record will be required to certify that all materials sampling and testing is in conformance with the contract requirements, and the "approved for construction" plans and specifications.

For any materials that are not covered by the WSDOT Construction Manual, the Materials Manuals, or in accordance with WSDOT/Design Builder agreement, the Engineer of Record shall submit, with the concurrence of the Quality Assurance Team, specifications, including testing attributes, frequencies, and specification limits for the materials.

The Design-Builder's Engineer of Record shall submit a final materials certification package to WSDOT, which contains a checklist and supporting documentation. The Design-Builder may use DOT form 350-115, Contract Materials Checklist or develop one of its own with the same information. The supporting documentation shall consist of a summary of all documentation practices utilized for material acceptance and explanations of any deficiencies noted on the checklist. The summary should be organized in the order similar to Division 9 of the Standard Specifications for Road, Bridge, and Municipal Construction.

Discussion

This program that we have allows for the Design Builder to approve their materials for use. By having one design person in charge of approving all materials, we will be more assured that the materials will meet the designer intent.

Without any materials concurrence from the designer, the construction Design Builder could just put in what they want even though it doesn't meet specifications and we would get standard materials to be placed.